

CITY OF GRAPEVINE PARKS & RECREATION DEPARTMENT

YOUTH BOYS & GIRLS BASKETBALL RULES & REGULATIONS

All games will be played in accordance with the current National High School Federation rules, Texas Amateur Athletic Federation and Grapevine Parks and Recreation local guidelines.

** Indicates rules change or addition.

I. Eligibility

1. Players will be in divisions of ages 14 & under, 12 & under, 10 & under and 8 & under to participate to play. Age is determined by the participant's age as of September 1, 2015.
2. Each team will receive one (1) practice per week. Organized practices **may not** be held in the Community Activities Center **at any time!**
3. There will be **no** roster changes after teams have been formed. Only under extreme circumstances will a player be added from a waiting list at GPARD discretion.
4. A player may play on two (2) teams per season provided they are in two different age divisions (i.e. a player may play in 10U and 12U, but not a 10U A & 10U B team. A player may choose to play up one age division, but he/she cannot play down an age division.

II. Equipment/Uniforms

1. All players on each team must wear jerseys that are matching in the base color and which have a permanently affixed, non-duplicated number on the front and back of the jersey. Jersey numbers are to be four (4) inches on the front and six (6) inches on the back.
(Legal numbers: 0 OR 00 but not both, 1-5, 10-15, 20-25, 30-35, 40-45, 50-55).
2. The Grapevine Parks and Recreation Department will provide jerseys for all Division III (Individual division) teams. All Division II (Team Division) teams must purchase their jerseys (reversible Jersey's are recommended).
3. Players must wear shoes that are designed for indoor wood court surfaces. **NO** "turf shoes" or other black-soled shoes will be allowed. Players may not play barefoot or in stocking feet.
4. Referees may ban any equipment that they deem unsafe or illegal.
5. No jewelry may be worn at any time during the game.

III. Coaches

1. All coaches & assistant coaches must undergo a complete background check with the City of Grapevine prior to the 1st game. If athletic department doesn't have your paperwork on file, then your team will not be able to participate in this league.
2. All coaches & assistant coaches must read, sign and submit a completed NYSCA coach's code of ethics form prior to the season. If the athletic department does not have the paperwork on file, then your team will not be allowed to participate in this league.
3. A maximum of two coaches will be background checked per team per year. A maximum of two coaches may be on the court or bench area at all league games. **(During the game, only one coach may stand up, the second coach has to be seated).**

IV. Playing Rules

1. Teams should be present fifteen (15) minutes before game time.
2. Playing Time per game:
 - a. Division II (Team Division): The coach may play each player an equivalent to one (1) quarter per game. The coach may substitute any player during any point of the game.
 - b. Division III (Individual Division): Each player is **required** to play the equivalent of two (2) **complete** quarters per game. **No player(s) are allowed to play more than three (3) quarters per game.**
(Exception: A team with 6 or less uniformed players may play longer than three (3) quarters.)
3. A line up must be turned into the Official Scorekeeper 10 minutes prior to game time. Line up must include **last name, first name and jersey number.**
4. An official game shall consist of the following:
 - a. 8 & under – Four (4) six (6) minute quarters.
 - b. 10 & under, 12 & under, and 14 & under – Four (4) eight (8) minute quarters.

5. The clock will stop only for free throws, timeouts, injuries and officials timeouts.
6. During the last thirty (30) seconds of **each** half, the clock will stop for all whistles, with the exception of a team being up by more than 15 points, and then a continuous clock will run, stopping only for time outs, injuries and official's time outs.
7. ** The goal height will be:

a.	8 & under	Division II & III	Boys & Girls	8'6"
b.	10 & under	Division II	Girls	10'0"
c.	10 & under	Division II & III	Boys	10'0"
d.	12 & under	Division II & III	Boys & Girls	10'0"
e.	14 & under	Division II & III	Boys & Girls	10'0"
8. ** Free Throw Distance:

a.	8 & under	Division II & III	Boys & Girls	13'6"
b.	10 & under	Division III	Boys & Girls	13'6"
c.	10 & under	Division II	Boys & Girls	15'0"
d.	12 & under	Division II & III	Boys & Girls	15'0"
e.	14 & under	Division II & III	Boys & Girls	15'0"
9. Basketball sizes utilized:
 - a. Official Women's Basketball:
 1. 8 & under, 10 & under Boys Divisions II & III
 2. All Girls Divisions II & III
 - b. Official Men's Basketball
 1. 12, 14 & under Boys Divisions II & III
10. The "three (3) second" lane violation rule will be:
 - a. 8 & under, 10 & under Boys and Girls Divisions will have a five (5) second lane violation.
 - b. 12, 14 & under will play by the official rules, three (3) seconds.
11. ** Full Court Press:
 - a. 8 & under may play full court defense during the last minute of the 4th quarter and during overtime.
 - b. **10 & under Division III - may play full court defense during the last two (2) minutes of each half and any overtime period.**
 - c. **10 & under Division II, 12 & under, 14 & under may play full court defense at any time.**
 - d. All Divisions: If a team is up by more than 15 points or more, then a full court press is not allowed by the team that is ahead.
12. The ten- (10) second rules for offensive teams to advance the ball past half court will be in effect during all games.
13. Three Point Shot:
 - a. 8 & under – NONE.
 - b. 10, 12, 14 & under – the three point shot will be in effect.
14. A five- (5) minute half time will be observed.
15. ** **Each team will be allowed four (4) one (1) minute time-outs per game. Teams may use their time outs to allow additional players to arrive once game time has been established.**
16. Teams must start a game with five (5) players, but may finish a game with four- (4) or less. **(Game Time is forfeit time: Exception – teams may use their allotted time-outs to gain the 5th player – additionally, the other team may choose to use their allotted time-outs as well)**
17. **All substitutes must check in at the scorer's table and wait for an official to allow them to enter the game.**
18. The one (1) and one (1) bonus will be in effect on the seventh team foul of each half. The double bonus will be in effect on the tenth team foul of each half.
19. Half Court Defense for 8 & under and 10 & under divisions:
 - a. Division II (Team Division) teams may play any half-court defense throughout out the season.
 - b. Division III (Individual Division) teams must play man to man only, the first four weeks (games) of the season. The last four weeks (games) of the season teams will be allowed to play any type of half-court defense they choose. Explanation: Teams in these divisions must play man to man defense. The following are examples of illegal defenses: zone, double teaming, triple teaming, box in one and trapping. Exception: If a player beats his man around an area inside the free throw lane, then another defender can release his man to pick him up. When playing defense, every player should be guarding a player within six (6) feet, not an area or a zone. Teams not adhering to this rule will be assessed a violation/warning and the next infraction will result in a technical foul.
 - c. Combined leagues will follow the Division II rules for half-court defense.
20. If a team has a 40-point lead or more going into half time, the game will be called and the current score will be recorded as the final score. If at the end of the 3rd quarter a team has built a 30-point lead then the game will be called. In the event of this happening, both teams will be allowed to scrimmage or practice the remaining minutes of the scheduled game. The scorekeepers will run the clock continuously but the game officials will not continue to call the game.
21. Teams may be asked to provide an adult to perform scorebook or timeclock responsibilities during a scheduled game.

22. The Grapevine Parks and Recreation Department reserves the right to add, delete or amend its rules, regulations, policies for the betterment of the program.

V. Over-time

1. If the score is tied at the end of a regulation play in the 8 & under and 10 & under divisions of play, a two- (2) minute overtime will be played. In all other divisions, a three- (3) minute overtime will be played. The clock will stop on each whistle by the officials. **(One overtime period will be played).**
2. One- (1) additional time out will be awarded per team, in overtime.

VI. Tie Breaker Procedure

1. In case of a tie for the tournament positions at the conclusion of the season, the following tie breaker procedure will be used to determine places:
 - > Winning Percentage
 - > Head-To-Head
 - > Head-To-Head Differential
 - > Common Opponents
 - > Strength of Schedule
 - > Total Runs Differential
 - > Lowest Number of Forfeits
 - > Coin Toss

VII. Staff Information / Inclement Weather / School Closings

1. Scott Hardeman, Athletics Manager 817-410-3476 or scottha@grapevinetexas.gov
2. Tanner Stephens, Athletics Coordinator 817-410-3472 or tstephens@grapevinetexas.gov
3. In cases of inclement weather please call 817-410-3475 after 3:30 PM. For school or gym closing information, on game days, the information will be updated one- (1) hour prior to the first scheduled game.
4. Athletic Fax Number: 817-410-3095.
5. In the case that your team has a conflict with one of your game times/dates, you must notify the Athletics office the Monday (5 business days) prior to the game by close of business for rescheduling. If approved, there will be a \$100 administrative fee assessed to reschedule. The fee must be paid prior to the rescheduled game date in order for the game to be played.

VIII. Conduct / Discipline Policy

1. Any player, coach or manager ejected from any league game will be suspended for **(1) league game**. Players, coaches or manager that has been suspended must leave the facility and grounds immediately or the team will forfeit the game.
2. Each team manager will be held responsible for the conduct of his/her fans/spectators.
3. Suspensions **will** carry over from season to season. Example: If a player is suspended for three games and there are only two games remaining in the season then that player would be suspended for the final two games of that season along with the first game of the next season.
4. Physical violence, especially attacks on a game official immediately before, during or after a game will not be tolerated. Fights/confrontations will result in a **minimum of one (1) year** loss of eligibility or indefinite suspension in **all** league play, subject to an annual review if requested.
5. The referees/facility supervisor has the authority to remove players, coaches or spectators from the game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include but is not limited to profanity, threats of any kind toward the referees or scorekeeper, fighting (before, during or after the game), or any flagrant foul as determined by the referee.
6. Grapevine Parks and Recreation Department strongly recommends that any parent or coach involved with the City of Grapevine's Youth basketball program do not transport any one other than your own children to any practices, games or tournament any time during the season.
7. Ejection/Suspension/Appeal Procedures: Once a player, coach or spectator is ejected from a game, then that person will be notified in writing that they will be suspended for one (1) game and/or one (1) year depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling **in writing** within 5 days. In turn, the Grapevine Parks and Recreation athletic office has up to 5 days to render a decision **in writing** regarding the appeal. This office has the right to uphold, reduce, waive or increase any suspension that has been granted, once the research has been conducted. All decisions are final and are considered closed.

IX. Protests

Must be filed in the following manner:

1. Must be filed before the game is over.
2. Notify the game official and give the details of the protest.
3. See that the official notifies the scorekeeper and that the protest is recorded in the official scorebook as well as the Protest Form.
4. On the first regular business day following the protested game, the team manager must submit the protest in writing to the Recreation Services office along with a \$25.00 Protest Fee. Make checks payable to "City of Grapevine". If protest is upheld, the fee will be refunded.
5. Judgement calls are **not** a basis for protests.
6. Rules interpretation protests must be filed before the end of the game.
7. Managers of a team opposing an alleged illegal player must file player eligibility protest before the last minute of the game. The manager must then complete numbers 3 and 4 to complete the protest procedure.